CORE CHARACTERISTICS

	DM	
STRENGTH	8	0
DEXTERITY	9	+1
ENDURANCE	10	+1
INTELLECT	14	+2
EDUCATION	14	+2
SOCIAL	15	+3

OTHER CHARACTERISTICS

	DM	
MORALE	7	0
LUCK	10	+1
SANITY	9	+1
CHARM	6	0
PSI	0	-3
WEALTH	15	+3

PERSONAL DATA FILE

NAME: Jack Murphy *AGE:* 54

SPECIES: Human *HOMEWORLD* Mora

TRAITS:

RADS:

CAREERS

CAREER	TERMS	RANK
Naval Academy	1	
Navy(Flight)	3	Commander
Navy(Line/Crew)	2	Admiral
Scout(Explorer)	2	2
Agent(Intelligence)	1	Agent

SKILLS

TRAINING IN SKILL: *WEEKS:*

TRAINING PERIOD COMPLETE:

Gun Combat(Energy)-4
Pilot(Capital Ships)-3
Gun Combat(Slug)-2
Jack Of All Trades-2
Leadership-2
Deception-1
Diplomat-1
Engineer(Power)-1
Melee(Blade)-1
Persuade-1
Recon-1
Stealth-1
Survival-1
Tactics(Military)-1
Tactics(Naval)-1
Vacc Suit-1
Athletics-0
Carouse-0
Engineer-0
Gun Combat-0
Gunner-0
Investigate-0
Mechanic-0
Melee-0
Pilot-0
Streetwise-0
Tactics-0

FINANCES

MONTHLY SHIP PAYMENTS: Cr.

PENSION: Cr. 10,000 *CASH ON HAND:* Cr. 0

DEBT: Cr. 0 *LIVING COST:* Cr. 20,000

ARMOUR

TYPE	RAD	PROTECTION	KG	OPTIONS

WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE

A weapon of your choice (price limit Cr30,000) limited to Tech Level 12

AUGMENTS

TYPE	TL	IMPROVEMENT

Cybernetic Implant of your choice (price limit Cr75,000) limited to Tech Level 12

EQUIPMENT

TYPE	MASS

Small spacecraft of your choice (price limit Mcr10) limited to Tech Level 12

NOTES

Owns 6 Ship Shares (worth Mcr 6)
You have full use of a scout ship
You are a member of the Traveller's Aid Society
Created using DJV Mongoose Traveller 2e Character Creator Version 3.340.0
Seed: mEMuH31bd4IE

ALLIES

NAME	*NOTES*

CONTACTS

NAME	*NOTES*

RIVALS

NAME	*NOTES*

ENEMIES

NAME	*NOTES*

PERSONAL DATA FILE

TITLE:

NAME:
Jack Murphy

RACE:
Human

PORTRAIT:

UCP

STR	*END*	*EDU*
8	A	E
9	E	F
DEX	*INT*	*SOC*

WOUNDS

TYPE	*LOCATION*	*RECOVERY PERIOD*	*NOTES*

PREVIOUS HISTORY

18 Non Player Character (GM Mode Enabled)
18 Entered Naval Academy
20 Recognition during Education
22 Graduated Naval Academy with Honours
22 Commissioned on entry to the navy
22 Became Ensign (Navy, Flight)
24 Commanding Officer takes an interest
26 You have been promoted to Sublieutenant (rank 2)
28 Took opportunity for personal profit
30 You have been promoted to Lieutenant (rank 3)
34 You have been promoted to Commander (rank 4)
34 Changed branch to Line/Crew
36 Special Assignment or duty
38 You have been promoted to Captain (rank 5)
40 Notable military engagement
42 You have been promoted to Admiral (rank 6)
42 Became a scout as an explorer (rank 0)
44 Discovered something of importance to the Imperium
46 You have been promoted to rank 1
48 Surveyed alien world
50 You have been promoted to rank 2
50 Became an agent as a spy (rank 0)
52 Discovered a major conspiracy
54 You have been promoted to Agent (rank 1)
54 Connection made - gained Diplomat